



AFTERWORD

Hello! Gelidspace here. *Somewhere Inbetween* was the result of a personal challenge to create a oneshot entirely within the month of November 2023. Technically speaking I had the script and character designs ready about a month ahead, and the very first sketches of Toby and Chris came from December of the previous year, but the final pages were all drawn in 27 days. I certainly cleared my goal of finishing this one faster after *Infinite Dungeon*, which took me 10 months!

The theme this time is rooted in feelings of disassociation. Have you ever had the sensation that your body, and the world around you, are somehow subtly off? Or maybe you've felt uncomfortable in your own skin, at times? I've had these feelings before, sometimes very strongly. There's a sense of horror inherent to it, that maybe things will never be exactly right again. That you've somehow found yourself permanently estranged from that comfortable place you call home.

I rooted this theme in a horror setting that's well ingrained at this point in 2023, "The Backrooms". For the uninitiated, it's an endless series of rooms in a place just beyond the walls of our reality. An enticing concept, however I felt that while there were a few attempts to turn this into a proper horror story, there was missed potential. It's usually either "A monster hunts and kills you" or "You die of starvation or boredom". The entire idea seemed to have been discarded and left behind without ever being properly explored. I liked it much better as a place one can willingly escape, but having traveled there would permanently affect you. And every time you're forced to return there, your reality becomes increasingly twisted. You can only go further in.

I wanted to use the Backrooms not as the main focal point, but as a strange, unknowable phenomenon to spur the events of the story. It doesn't really matter why it's there, or how it works. What's more important to me is the question of "What is real"? What does it mean for something to be "real" and not "fake"? And once you've been tricked by something you were certain was real, how do you then determine what's actually "real"?



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Another theme I wanted to explore was that of liminality. This refers to an inbetween state, or standing on the threshold of a new experience. As you change and grow up, it's easy to feel like you've lost something precious from childhood. Maybe a dear friend you haven't spoken to in decades, who you used to be inseparable from. Or a precious toy or other piece of memorabilia that was irrevocably lost. Being confronted with these melancholic feelings can make your comfortable life suddenly feel surreal, which ties back to the theme of disassociation. You might wonder how you got to be the person you currently are.

All of us are in various states of transition, all throughout our lives. And as long as we're alive, we're able to change ourselves. That's something I discovered for myself while writing and drawing this comic. Horror as a genre is uniquely capable of exposing our deepest fears, desires, and needs. Through this medium, I feel like I was able to unpack some of my own issues and air them out. Confronting trauma and despair isn't easy, but repressing them is a much worse prospect long term. Now, with this comic, I've taken some of my despair and hung it up on my walls, instead of letting it remain in my heart.

That said, even if you just enjoyed this comic as a scary tale with no deeper meaning, I still appreciate you for reading it. I've got a long way to go before I measure up to my manga idols like Junji Ito and Naoki Urasawa, but I feel proud of what I produced here.

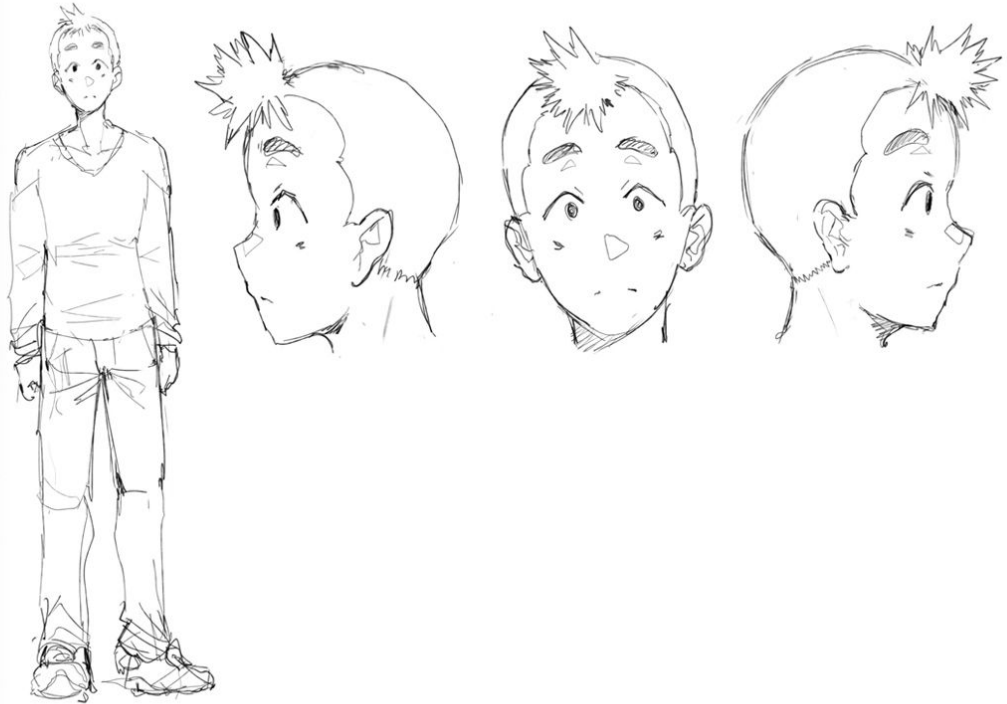
Thanks again. I'll close by saying this: even if the maze of despair seems endless, I promise you there's an exit waiting to be found. Hang in there.

GELID SPACE

CONCEPT ART

TOBY

Toby's design came to me very easily, mainly through his little hair poof. It contains the wildness of his childhood haircut, but pared down for adult sensibility. His eyebrows are important too, as he shows the most expressions out of the two main characters. I also wanted him to feel unhappy, but hiding it.



CHRIS

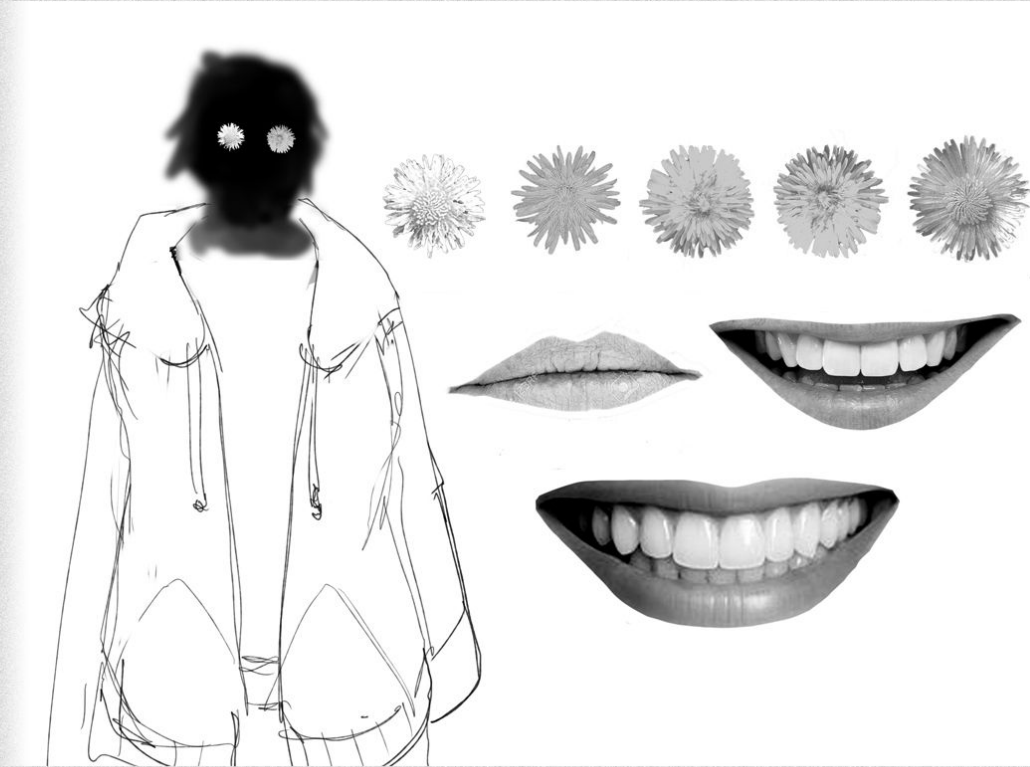
Chris is based mainly on my own college years, when I was bigger and had chin fuzz. He's unkempt, and his eyes have dark bags underneath, which makes him an ideal target for the horrors that unfold, don't you think? He's made poor life choices, but his somewhat pathetic feel makes you want to forgive him.



CONCEPT ART

ENTITY

The concept for Fake Chris took some tweaking to get just right. I played around with desaturated, photobashed elements to create unease by standing out strongly from the normal art style, but it didn't get the right level of menace across. I got the dandelion eyes from another short lived internet trend, but the rest of the entity's face ended up more inspired by classic creepypasta entities such as smiledog.



MISC

Toby's girlfriend is named Lisa. It's not important to the story at all, I just thought you might like to know.

